

GENERAL LEAGUE INFORMATION

League and Tournament Schedule:

Season runs from Monday, January 3rd, through the early part of March.

Each team will play a seven- (7) week regular season, one (1) game per week, in addition to a single elimination post season tournament. Games will be scheduled on Monday through Thursday evenings.

Web Site: (www.tempe.gov/pkrec) Schedules will be posted, as they become available. Standings will be posted each day.

Number of Teams:

Each City of Tempe Men's Basketball League will be made up of six (6) teams. We will take 24 teams.

League Structure:

- **Competitive** Competitive and good skill level; high school/college playing experience.
- **Recreational A** Moderately competitive and above average skill level; possibly some high school playing experience.
- **Recreational B** Designed for average level skill.
- **Recreational C** Designed for individuals and teams whose skill level is moderate at best. Highly skilled players should participate in another division.

League Champs: In all divisions the best overall record will determine the division champion and seeding for tournament.

Tied League Standings: If teams are tied in the final league standings, the tie will be broken as follows:

- Tie Break #1 - Head to head competition.
- Tie Break #2 - Total points allowed during league play.

Awards: The League Champions will receive t-shirts and the tournament champions and runner-up will receive a plaque or trophy.

Gymnasiums:

Escalante Community Center	2150 E. Orange St., Tempe, 85281	(Synthetic Floor)
Kiwanis Recreation Center	6111 S. All American Way, Tempe, 85283	(Wood Floor)
3 rd Gym Site	TBA	

No smoking, eating, or drinking in the gymnasium. This includes spectators.

Locker rooms will not be available, COME DRESSED TO PLAY.

Upon arriving at a gym and finding a team still practicing, **DO NOT** harass the coach or team, but **wait outside the gym**. Consult the gym supervisor regarding court availability.

Managers/Coaches:

Team managers/coaches will be responsible for the overall conduct of their team and fans, and will see that all players are familiar with all rules and regulations for the City of Tempe Basketball League. The privilege of entering the league next season will be based on the conduct of a team's coaches, players, and fans.

LEAGUE POLICIES

1. Team Rosters:

All players must be at least 17 years of age to participate. Team rosters may contain not less than eight (8) or more than sixteen (16) players. Changes to the rosters will not be allowed during the registration period. Roster revisions will be limited to changes or additions resulting in no more than four new players added to the roster over the course of the entire season.

Players may be added or deleted from the original roster through the fourth week of the season. Changes made to the original roster must be completed using the appropriate Roster Change form, available from the gym supervisor, before the player participates in a game. Rosters will be frozen after the 4th calendar week of the season. **All roster changes must be completed at the gym through the site supervisor.**

Players may participate on only one (1) City of Tempe basketball team per season. Any player found on more than the legal number of teams will be considered ineligible. All managers and gym supervisors may challenge the eligibility of any player(s). Protests on roster eligibility must be made prior to the end of the game.

Residency requirements are based on the percentage of Tempe residents on a roster. Staff will conduct periodic roster checks. A player whose eligibility has been challenged must present the gym supervisor with an Arizona Driver's License or other form of photo identification showing their present address. Players who are unable to produce acceptable identification will be considered ineligible and not allowed to participate.

2. Protest Regulations:

Only protests regarding ineligible player(s) or rule interpretations will be accepted and considered valid. Protests involving the judgment of an official will not be given consideration. The team manager is the only participant allowed to file a protest. The manager must immediately inform the game official, after all play has stopped, of the intent to protest. The gym supervisor and official will confer if necessary. **ALL DECISIONS RENDERED BY THE GYM SUPERVISOR OR GAME OFFICIAL ARE FINAL.** The manager then has the option of filing a written protest, accompanied by a \$25 fee, to Tempe Parks and Recreation by 5:00 pm the following work day. If the protest is upheld, the \$25 fee will be refunded. In all protest situations, the game will continue from the point of protest.

3. Conduct:

Good sportsmanship should be stressed at all times. Profanity will not be tolerated; guilty party's will be ejected from the game. The gym supervisor and/or game official will have the power to eject a player or spectator and forfeit a game without warning for any conduct deemed unsportsmanlike or detrimental to the game. (See Sports Code of Conduct attached). Any participant assaulting an official or City employee will be automatically suspended for the current season and the incident may result in legal action. Threats to an official or City employee will result in multiple game suspensions.

Comments such as "I will take care of you later"; or "I'll meet you in the parking lot" will be considered as threats and will be taken seriously. When players are listed on a team's roster it is understood that the team manager will notify them of all rules and regulations including the Sports Code of Conduct.

4. Ejections:

Players ejected from a game must leave the playing area immediately. **Any player ejected will receive an automatic one game suspension.** Depending on the incident and upon review, Tempe Parks and Recreation reserves the right to determine the length of the suspension. Each incident will be reviewed and the team manager will be informed of the decision within a reasonable length of time.

- A.) A suspended player who plays a game (s) during the suspension shall cause their team to forfeit.
- B.) Any player who is ejected for the second time in a season will be ineligible to participate for the remainder of the season.
- C.) Any player ejected from a tournament game will sit out the remainder of the tournament.
- D.) Any player who deliberately holds on to the rim or dunks the ball will receive a technical foul. **They may be ejected from the game and may be suspended for the remainder of the season.** This rule is in effect BEFORE, DURING and AFTER the game.
- E.) Any player or coach who receives two (2) technical fouls against them will be ejected from the game.

5. Uniforms:

All teams must have **matching (same color) shirts or jerseys** with commercially printed or stenciled numbers **on the back**. There may not be more than 2 digits and uniform numbers cannot be duplicated. **Players will not be allowed to play in a game without a proper uniform or jersey. Should a team fall below the minimum required number of players due to improper uniform, forfeiture will result.** The numbered jerseys will be required for the first regular season game.

6. Game Basketballs:

Basketballs will be furnished by the **CITY OF TEMPE** for **games only**. Teams are expected to have their own basketballs for warm-ups.

7. Insurance:

The City of Tempe does not provide individual accident insurance for its participants. Each player is responsible for his own medical insurance coverage. Tempe Parks and Recreation urges all coaches and players that incur an accident/injury situation to report the incident to the game umpire or gym supervisor immediately so that appropriate measures may be taken.

GAME RULES AND REGULATIONS

1. **PLAYING TIME:** There will be two halves. Each half will be 20 minutes in duration with running time. The clock will be stopped the last (5) seconds of the first half and last two minutes of the second half. If a team is ahead by 15 or more points in the last 2 minutes, it will **not** be stopped.
2. **TIME-OUTS:** Two one-minute time outs per half. Time-outs do not carry over from first half or overtime. One time-out in overtime. The referee has the power to stop the clock at his discretion when there is an unusual situation that warrants a delay. Any player receiving a technical foul will automatically have a team time-out taken, if not available it will be an official's time-out for the technical.
3. **HALF-TIME:** Halftime will be five minutes in duration.
4. **TIE GAME:** In case of a tie game there will be one three-minute overtime starting with a jump ball. If this overtime ends in a tie the game will remain tied and is recorded as a tie. Clock stops in the last minute of overtime.

5. **GAME AND FORFEIT TIME:** A team must have a minimum of four (4) players to start the game. Line-ups must be turned in to the scorekeeper at least 5 minutes before the game begins. A ten minute grace period will be given to all game times. The ten minutes will come out of the first half game time. The team with enough players will be given 2 points for every minute that the opposing team is short of player(s). The game clock will start and wind down ten minutes. If a team's players show up within the grace period, they will begin at whatever time is on the clock. The gym supervisor's watch will be the official clock in establishing a forfeit time. Any team accumulating two forfeits during a season may not be invited back the following year; three forfeits and a team can be dropped from the league.
6. **FOUL SHOTS:** Foul shots will be taken during the entire game and in overtime. Fouls will be penalized as follows:
 1. Shooting Fouls Made - 2 or 3 points, Offensive team shoots one foul shot.
 2. Shooting Fouls Missed – Offensive team shoots two or three foul shots.
 3. Common Fouls - receive the ball out of bounds. Beginning with the seventh
 4. (7) Team foul in each half - shoot one and one. On the tenth (10) team foul
 5. Shoot 2 foul shots.
 6. Technical Fouls - **receive 2 points** plus the ball out of bounds. (This will also count as a personal foul for the offending player). A **TIME-OUT** will be charged to the team. Player must sit two minutes of running clock time (game clock) before re-entering the game. (Note: Officials time-out if the offending team doesn't have any time-outs left.) Three technical fouls (for sportsmanship) on any one team will result in a forfeit for the offending team.
 7. Intentional Fouls - shoot 2 foul shots plus the ball out of bounds.
8. **Only 6 players allowed on the lane. New High School Rule- (A-B-A) B = shooting team.**
- 7 **SUBSTITUTIONS:** Free substitution is permitted while the ball IS NOT IN PLAY. The substitutes MUST report to the scorekeeper before entering the game (its not hockey folks).
- 8 **NO DUNKING IS ALLOWED – THIS INCLUDES WARM-UPS AND GAME. PENALTY IS A TECHINCAL FOUL AND POSSIBLE SUSPENSION FROM THE LEAGUE.**
- 9 **RULE BOOK:** The current High School Rules (National Federation Edition) will be used for all situations not covered in this handbook. In the event of any rule questions, the Sports Coordinator shall have the authority to institute new rules or to change old rules, to maintain a continuity of the overall sports program. The coordinator's interpretation of the rules shall be final.

Recreation Coordinator: Shane Isabell - 480- 350-5222

Program Coordinator: Jarrod Harden – 480-350-5207